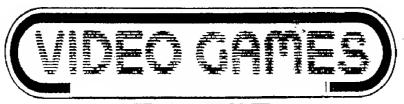
SUPER

Manual



RD-2 Jackson Road



Vincentown, NJ 08088

1) How to play

- 1) Your tank moves in all directions, even backwards.
- 2) Score points by wiping out green mines.
- 3) Score more points by eliminating red tanks.
- 4) Score bonus by wiping out last mine on screen.
- 5) Score super bonus with direct hit on nozzle of Super Tank.
- 6) Diamonds of super armor will protect you briefly.
- 7) Each new screen presents greater challenges and scores.
- 8) You get an additional tank at 15.000 points.
- 9) Match skill with a friend by playing simultaneously.

2) Game adjustment

The coin control has to be set to work in intervals. In case the mechanism has been moved too slowly by hand, the coin control input on the board will be blocked. In order to reactivate it, the machine has to be switched off and on again.

"SUPERTANK" Edge Connector Harness

| 1 | Green Video | Α | Red Video | | |
|-----|------------------|---|------------------|--|--|
| 2 | Blue Video | В | Sync | | |
| 3 | Volume in | C | Volume out | | |
| Iş. | Audio out | D | Audio/Video-gnd | | |
| 5 | 2nd Player up | E | 2nd Player Down | | |
| 6 | 2nd Player Right | F | 2nd Player Left | | |
| 7 | 1st Player Left | H | 1st Player Right | | |
| а | 1st Player Up | J | 1st Player Down | | |
| Ģ | 1st Player Fire | К | 2nd Player Fire | | |
| 10 | | L | • | | |
| 11 | 1st Player Start | M | 2nd Player Start | | |
| 1.2 | Credit | N | | | |
| 13 | | P | | | |
| 14 | | R | | | |
| 15 | | S | | | |
| 16 | | T | | | |
| 17 | Gnd | U | Gnd | | |
| 18 | Gnd | γ | | | |
| 19 | | W | | | |
| 20 | | Х | | | |
| 21 | | Y | | | |
| 22 | | 2 | | | |

For Cocktail table the following modifications have to be done

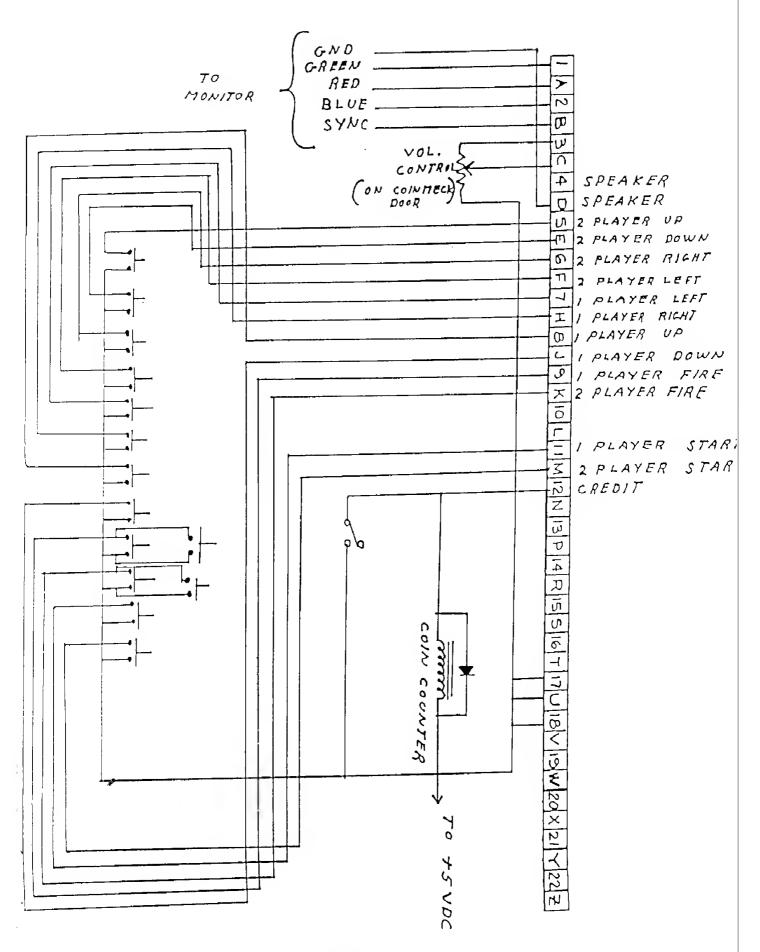
5 2nd Player Down

E 2nd Player Up

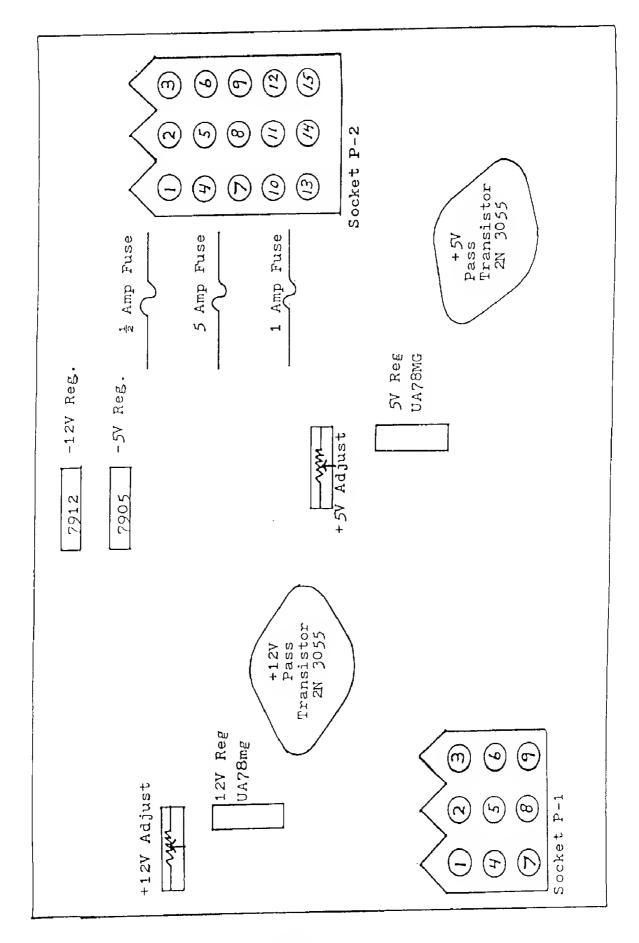
6 2nd Player Left

F 2nd Player Right

Coin Meter connections • Fin #12 and +5 VDC



Page #3



Page #4

"SUPER TANK"

Power Supply Connectors
Refer to Pwr. supply outline Dwg.

| Socket P-1 (on pwr supply) | | Socket P-2 (on pwr supply) | | Socket P-3 (on main board) | |
|-------------------------------|-----------|-------------------------------|---------------|-------------------------------|--------|
| 1 | 12VAC | 1 | GND | 1 | |
| 2 | | 2 | | 2 | |
| 3 | 1 2 V A C | 3 | GND | 3 | |
| l_{\downarrow} | 1 2YCT | 14 | -1 2V DC | 4 | |
| 5 | | 5 | | 5 | +12VDC |
| 6 | 7VCT | 6 | -20VDC un reg | 6 | +5VDC |
| 7 | 7VAC | 7 | -5VDC | 7 | +5VDC |
| 8 | | 8 | | 8 | GND |
| Ģ | 7VAC | 9 | +20VDC un reg | 9 | GND |
| | | 10 | + 5V DC | 10 | GND |
| | | 11 | | 11 | GND |
| | | 12 | -10VDC un reg | 12 | -5VDC |
| | | 13 | +12VDC | | |
| | | $1l_{t}$ | | | |
| | | 15 | +9VDC un reg | | |

Socket P-1 AC input

Socket P-2 DC output

Socket P-3 input to Main board

BIT SWITCH

| 1,2,5,6,7, | Not Used | |
|------------|----------|---------------------------|
| 3 | ON | 5 Tanks per Player |
| 3 | OFF | 3 Tanks per Player |
| lµ. | ON | Extra Tank @ 15000 points |
| L | OFF | Extra Tank @ 10000 points |
| 8 | OFF | 1 coin per credit |
| 8 | NO | 2 coins per credit |